

GAME BOY



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- Billy Lee is framed for a crime he didn't commit!
- Sharpen your black belt skills to defeat ferocious new enemies!
- Jimmy Lee joins in on the simultaneous 2-player action with the Game Link™!

Nintendo
GAME BOY®

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BART SIMPSON'S ESCAPE FROM CAMP DEADLY

A cartoon illustration of Bart Simpson running away from a fenced-in area labeled 'CAMP DEADLY'. Inside the fence, several other characters are watching him. Bart is wearing a red shirt with 'CAMP DEADLY' on it and blue shorts. The Acclaim logo is in the bottom right corner.

MATT GROENING

LICENSED BY



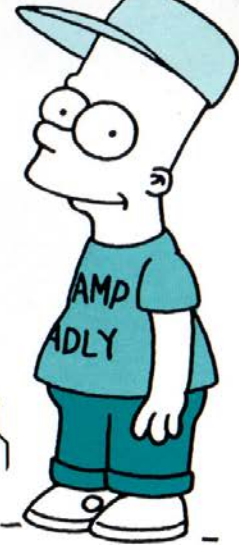
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA.



MATT GROENING

School's out and Bart's ready for some summer fun in the sun! Until he got the news – Homer and Marge were sending him and Lisa off to summer camp. Not just any camp, but the infamous **Camp Deadly!!!** How bad could it be? Well, with Ironfist Burns as head counselor and Nelson and his band of bullies as bunkmates, it's not exactly paradise. Bart and Lisa are determined to get out – but first they've got to survive the food fights, killer bees and a life threatening game of capture the flag.

Help Bart and Lisa escape, at least in time for SCHOOL!!!



MATT GROENING

Orientation

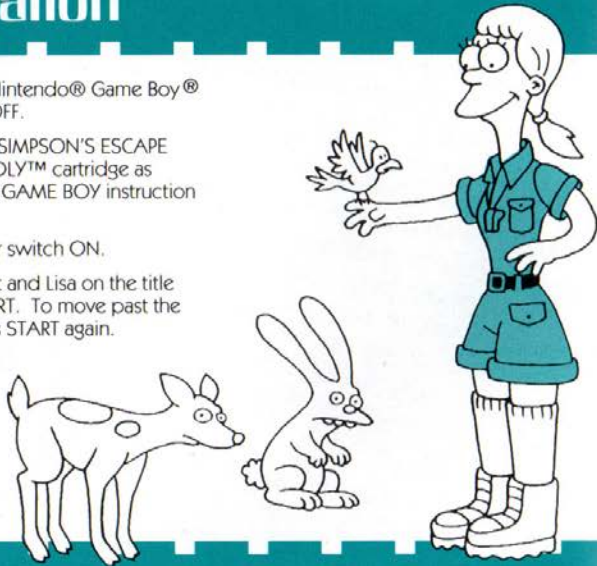
1. Make sure the Nintendo® Game Boy® power switch is OFF.

2. Insert the BART SIMPSON'S ESCAPE FROM CAMP DEADLY™ cartridge as described in your GAME BOY instruction manual.

3. Turn the power switch ON.

When you see Bart and Lisa on the title screen, press START. To move past the intro screen, press START again.

MATT GROENING



Camp Control

You control Bart's every move...which is certainly more than his parents can say.

TO MOVE — Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN.

TO JUMP — Press the A BUTTON.

TO DUCK — Press the CONTROL PAD ARROW DOWN.

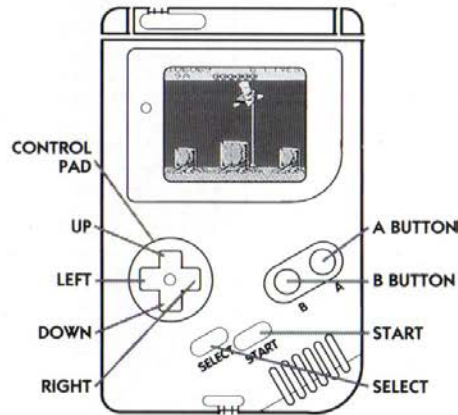
TO THROW WEAPONS — Press the B BUTTON.

TO CLIMB — Press the CONTROL PAD ARROW UP.

TO LET GO WHILE CLIMBING — Press the A BUTTON.

TO PAUSE — Press START.

TO CONTINUE — Press START a second time.

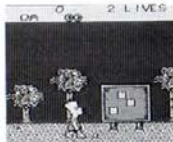


The Day's Activities

Ironfist Burns runs Camp Deadly with, well, you know...an iron fist. It's in his genes. After all, his uncle is Springfield's nuclear power plant owner, Monty Burns, and we all know what a sweet, sensitive guy he is....right? Ironfist says there's never been a kid he couldn't whip into shape—including Bart Simpson, his greatest challenge. That's why he's organized a schedule of dangerous activities and has mobilized the entire camp against our guy Bart, to force him to get with the program.

Before he begins an activity, Bart will come up to a bulletin board. As he walks by it, a screen appears with a close-up of what's in store for him. There'll be some useful information here, a few warnings, and, of course, rules that are possibly meant to be broken—at your own risk.

The message will disappear in a few seconds. If you need more time to read it, walk Bart back to the board if it's still in sight, or press the START BUTTON to pause. If you're in a hurry to get started, press the A BUTTON or the RIGHT CONTROL PAD ARROW to move Bart directly into the activity.



Where the Activities Are

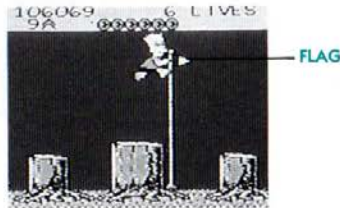
THE WOODS

It's Bart vs. every bully in camp in a race to collect the flags scattered throughout the woods. Thanks to Ironfist's strategic course-plotting, Bart will learn some valuable nature lessons here. For example, he'll find out that swarms of buzzing bees don't particularly like their hives disturbed; that man-eating piranhas also have an appetite for kids; and that giant killer hornets have very short tempers.

On the plus side, the trees in these woods make for some real fine climbing and Bart should take full advantage of them. There are three enemy tree houses up there somewhere that Bart can enter. If he manages to defeat the major creeps that occupy these treehouses, Lisa will be on

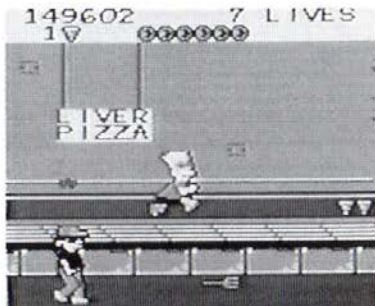
hand to reward him with something very special.

When roaming through the woods, be on the lookout for the underground toxic waste tunnels. Ironfist is fiercely loyal to his uncle Monty and has leased him some campground dump sites. After all, atomic particles, radioactive goop and mutant spiders deserve a home too.



THE MESS TENT

Every young camper needs his three squares a day and Bart is no exception. Too bad the bullies won't let him enjoy Camp Deadly's four-star menu in peace (not that he'd touch the repulsive stuff, anyway). Bart will have to avoid hand-to-hand combat here, as well as all-out assaults with deadly silverware. Food is his weapon of choice, but remember to play it cool when there's a counselor nearby (see "Weapons" on page 9 for more details).

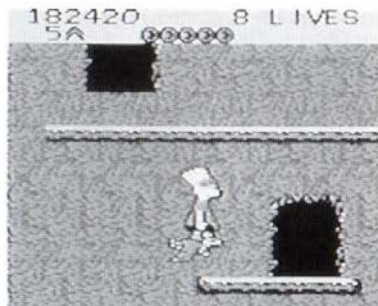


MT. DEADLY AND BEYOND

Scaling the legendary Mt. Deadly is strictly forbidden and has claimed many a disgruntled camper as its victim. But it's also the only way out of Camp Deadly. Try to get Bart to keep his grip on the rocks—it's a long way down. Also, watch out for bullies and high-flying eagles.

You'll come across several cave openings on Mt. Deadly and no one's really sure what lurks inside, although there are stories...something about those missing campers seeking revenge. For Bart to enter a cave, push the CONTROL PAD ARROW UP. After that, you're on your own.

If Bart makes it over the mountain, there's no turning back. His most dangerous encounters are yet to come. No camper has ever escaped Camp Deadly and lived to tell the tale. Ironfist prides himself on a perfect record.



The Status Area

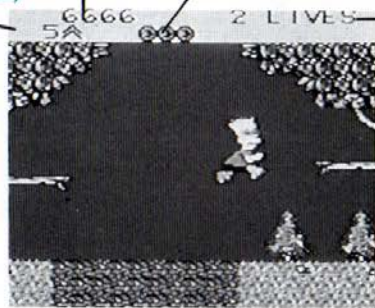
No camper should leave his or her bunk without this vital information.

NUMBER OF WEAPONS
REMAINING
(BOOMERANGS OR FOOD)

SCORE

NUMBER OF HITS LEFT
IN CURRENT LIFE

LIVES

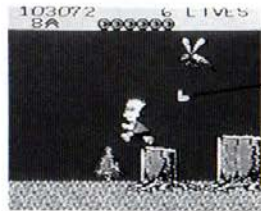


Weapons

Spitwads — Gross, but effective. They'll stun most bullies and will even destroy certain enemies. You'll have to do some experimenting to see how effective they are, but you're in luck—Bart's got an unlimited supply!

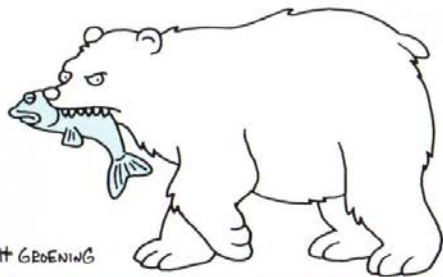
Note: Standards of good taste prevent Bart from using spitwads in the Mess Tent.

Boomerangs — The "Wonder from Down Under" comes to camp, courtesy of Lisa. She's got a good supply, so try to get to her when she's around. Boomerangs are as powerful on the rebound as they are on the initial toss, but remember to catch 'em on the return trip. Bart can't throw another boomerang while the first is still in play.



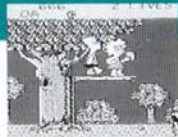
BOOMERANG

Food — Deadly in the hands of a master (and sometimes deadly in the hands of the cooks). Collect as much of it in the Mess Tent as you can, but **don't** let the counselors see Bart throw it or he'll pay the price. Also, Bart can't carry food past the counter at which he picked it up. The good news is there's a reward for having some food left at the end of one of those counters (see "To Live and Die in Camp Deadly" on page 12).



Friends

Well, there's really only one friend Bart can count on and that's his sister Lisa. She'll be there for him as much as she can, either with boomerangs or surprise packages.



Foes

This is a much larger category. Most notable are Nelson, bully ringleader and Bart's old schoolyard nemesis; Nelson's henchmen; Camp Deadly security guards; and Ironfist Burns himself. He may not be as smart as his uncle, but he did inherit his good looks. Stay away from that metal hand and keep in mind the rumor that he's afraid of the dark.

Anyone Else?

Madman Mort. Some say he's a madman. Others say he's an axe murderer. Still others say he's a madman and an axe murderer. Who knows? Maybe he's just misunderstood. He's on the loose out there in the woods somewhere. Why don't you find out for yourself?

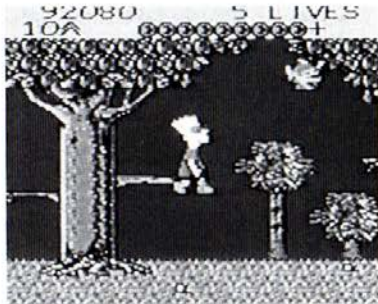
To Live and Die at Camp Deadly

Bart starts out with three lives. Each of those lives consists of two hits, represented in the status area by chocolate candy. (Now **that's** food.) Bart can get extra hits either by collecting the candy some of the beaten bullies leave behind (they'll flash if they have them), or by picking up candy that has been dropped.

Bart's also awarded an extra hit for every five pieces of food he winds up with at the end of a Mess Hall encounter.

Most enemies wear Bart down gradually by taking away his hits. One or two can defeat him instantly, as can certain falls.

Bart can gain extra lives when he finds the Krusty the Clown faces.



MATT GROENING

Fireside Advice

- When Bart is waiting for his boomerang to return, use the spitwads to stun oncoming bullies. They only stun **once**, however. After that, the element of surprise wears off.
- Watch out for weak tree branches and mountain ledges; they won't support Bart's weight for long.
- If Bart is flanked by bullies, try having him jump over the boomerang as it returns to him after clobbering the first bully.
- To hit some giant hornets with the boomerang, Bart will need to jump and throw on an angle.
- The treehouse bullies are especially tough to beat. See if you can figure out how from their nicknames.



MATT GROENING

Merit Points

TREEHOUSE BULLIES _____	5,000
SURPRISE PACKAGES _____	1,000
GIANT HORNETS _____	999
FLAGS _____	666
BULLIES _____	500
KRUSTY THE CLOWN FACES (Extra lives) _____	500
BULLY DONUT _____	500
REMAINING FOOD IN MESS TENT _____	500
DROPPED DONUT _____	200

Notes:



MATT GROENING

Bill Morrison: character design Mill Smythe: design consultation

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